

ATLANTIS

This is ATLANTIS, a journal of postal Diplomacy, published by Christopher Schleicher, 1535 Dartmouth Lane, Deerfield, Illinois 60015. ATLANTIS contains the Princes variant (1967Mab), and two Imperialism VIII (1967Vat and 1966AIac) variants. In addition to the variant games, two regular Diplomacy games will be started by ATLANTIS. The fee for entering the new games is \$4.00 (\$2.50 if you belong to the International Federation of Wargaming, or the NFFF Games Bureau). Subscriptions to ATLANTIS are 10 issues for \$1.00, payable to Christopher Schleicher.

I would like to speed up the play of the three current games and, consequently, the issuance of ATLANTIS so that deadlines occur about every two and a half weeks. If any players think this is too fast, please tell me, because unless there are objections, I will begin to publish every 2½ weeks starting with issue #15.

* * * * *

ADDRESS CHANGES

From 17 December to 4 January Charles Welsh will be at 6917 Cherry Lane, Annandale Virginia 22003. Until 2 January, Charles Turner will be at 24 Boyd Ct., Pleasant Hill, California 94523.

"Winter 1911"

1966 AIac

ENGLAND (Bailey): Builds F Nig.
GERMANY (Payne): Removes F Col (nc), A Sev.
TURKEY (White): No Change.
ITALY (Turner): Builds F Som, F Nap, F Rom, A Ven.
JAPAN (Comber): Builds F Nag, A Kor.
USA (Linden): No Change.

The deadline for "Spring 1912" moves to 9PM January 19, 1970.

The two new Diplomacy games have started to fill up, and as soon as they have been completely filled, countries will be assigned, and play begun. Players are still needed, with game fees as printed above.

If there are any players who wish to start either of the variant games, Princes or Imperialism VIII, they should contact me. I do not plan to open any of these games in the future, as maps are no longer available. But if there is enough demand, I will see what can be done.

THE PHILOSOPHY OF WINNING DIPLOMACY

by

John J. Beshara

Theoretically no one can win a Diplomacy game. Anyone who wins does so because his adversaries goofed. So why the grandiose title? "To err is human", and the name of the game is D-I-P-L-O-M-A-C-Y: It is your task to help your opponents hang themselves.

Some dos and don'ts:

1. Think in terms of the total game, not just this year and next year. From the onset, plan a line of attack through which you can win. Your first minimal objective is to insure a stalemate.
2. In relative terms, the weaker the other powers are, the stronger you are. As Turkey, be concerned whether or not Belgium is occupied in Fall 1901.
3. If you are an Eastern power, you want the Western powers fighting among themselves (and vice-versa) -- stir up the pot to maintain a balance of power so the conflict dawdles. Conversely, you must conclude the conflict within your sphere in haste.
4. Whatever country you are, negotiate with every other country, creating whatever form of pact you can get: a simple alliance, a long-term fighting alliance, a non-aggression pact, a mutual defense pact. The more you know about the plans of others, the better able you are to decide your own tactical moves. Try not to make commitments you don't intend to keep, but make them and break them, if you must. Anticipate keeping at least one alliance. Why fight friends when you can fight enemies?
5. Rather than seeking little victories, go for the big kill. Endeavor to stab decisively, avoiding situations in which a maimed foe can bloody your path.
6. Maintain communications, even with your enemies; enemies don't have to remain so. After you have virtually destroyed another country, you can still make a deal so his remaining strength is used in your behalf. Indeed, there are situations in which you may have destroyed two countries who were allies, and then have them both help you against each other!
7. In the beginning it is necessary to be bold; but it is also dangerous. What the hell, if you are going to be destroyed, it might as well be sooner as later. Make it clear to those who could destroy you that you will retaliate to the death.
8. Try not to commit your forces to an early attack until your ally or allies commence the engagement. For example, Germany would not care to initiate an attack against France or England until they are already

entangled. Then choose your side and go.

9. Some alliances are inherently better than others, but basically any two countries in the same sphere can develop a winning alliance. The alliances between England+France and Turkey+Italy are great because they virtually guarantee a stalemate. Russia is the colossus, and if you ally with her in one sphere, you'd best hope she is not having too easy a task of it in the other sphere, or at least not concentrating her power in your sphere. If you see Germany and Italy waging a successful campaign against France, hold on to your jock strap, for like as not, you'll lose it in the clutch.

* * * * *

"Fall 1002"

1967 Mab

Princeps

EGYPT (Welsh): A Ale S A Jer, F GCil--Trs, F SRho S F Cre--Aeg, F Ach S F Cre--Aeg, F Syr S F Ach, F Cre--Aeg, A Jer holds, A Nab S A Jer.

PONTUS (Comber): A Iyo S A Trs, A UpD S A IoD, A LoD S A UpD, F Thr (sc) S F Mac, A Ara--Jer, A Myg S A Ara--Jer /Peter's retreat of A Jer--Ara was not received before the deadline, so it was eliminated. There is no A Ara/, A Ant--Pal, A Trs S F Pis, A Osr--Ant, F Asi--Aeg, F Mac S F Asi--Aeg, F Pis S F Asi--Aeg.

AFRICA (Carey): A Car--Moe, A Nar--Ldn, A Epi S A Moe--Mac, F GLyo--Tyr, A Moe--Mac, A Pan S A Car--Moe, A Sal--Aql, F Adr C A Car--Moe, F Ion C A Car--Moe, F Afr C A Car--Moe, F New holds, F Ibe holds, F Tcn (sc) holds, F WMar--GGad, F GGad--Lus.

HISPANIA (Linden): A Igo--Tcn, F SAO--NAO.

Underlined moves do not succeed. The deadline for "Winter 1002" builds is January 19, 1970.

EGYPT: Ale, Cyr, The, Cre, Cyp, Nab, Ach, ~~Jer~~, Jer. (8) No change.

PONTUS: Art, Her, Tra, Asi, Pis, Con, Ant, Mes, Thr, UpD, Mac, ~~Jer~~, Trs. (12) Build 1.

AFRICA: Car, Cir, Tha, Luc, Sar, Sic, Rom, Aql, Mil, Sal, Bal, New, Nar, Tcn, Tin, Ldn. (16) Build 1.

HISPANIA: Lgo, Lut, ~~Ldn~~. (2) No change.

NEWS RELEASES

LUTETIA--Tillius Cordatus, Prefect of the Western Parts, laughed for six hours over the message from "Atlantis". "You'd think they'd have lost the habit of talking big since their continent sank and Conan smashed them. Ha! Look at how they let all those Irish and Welsh and Vikings and ruffraff trample all over them. We will sail anywhere Africa--er, anywhere we please. Excuse me, I must congratulate the representatives of the Atlantean National Liberation Front on their glorious burning--er, liberation of Phewdia along with its population." His Highness left, humming "Where have all the barbarians gone?"

ATLANTIS--Emperor Fayal, speaking from the Winter Palace, today declared his intentions concerning the so-called "Atlantean National Liberation Front."

"As all and sundry know, the ANLF is really only the cover for the vicious "Hispania Only Liberates Easily Annihilated Social Systems" (HOLEASS), fifth column under the personal command of Tillius Cordatus. We will destroy this attempt at invasion of Atlantis, and proceed to destroy the remnants of the Hispanian armed forces. That is, if there is anything left after Africa tires of Cordatus."

When His Imperial Highness heard of the attempt by the HOLEASS to burn the Phewdia slaughter house (no doubt thinking that because they would live there, human beings would), he merely smiled and said, "If that is as good as Tillius can do, what do we have to worry about?"

* * * * *

"Winter 1911"

1966 AIac

ENGLAND (Bailey): Builds F Mig.

GERMANY (Payne): Removes A Sev, F Col (nc).

TURKEY (White): No change.

ITALY (Turner): Builds F Som, F Nap, F Rom, A Ven.

JAPAN (Comber): Builds F Nag, A Kor.

USA (Linden): No change.

The deadline for "Spring 1912" moves is 19 January 1970, at 1535 Dartmouth Lane, Deerfield, Illinois 60015.

NEW YORK--Bangs Leslie Tapscott, editor of the Morning Bleah, objected violently to charges of bias. "Just because I put in the headline, 'THE PRESIDENT IS EVIL, PERNICIOUS, AND SINFUL', this is no reason to charge me with bias. How dare members of the government claim the right to criticize me? The Bill of Rights does not apply to anyone of whom this newspaper disapproves."

* * * * *

"Spring 1909"

1967 Vat

ITALY (Perrin): F CAT--EAT, F Mid--Spa (sc), A Iya--Sah, A Sil S A Mun, A Mun S A Sil, A Gal S A Sil, A Vie--Tyr, F EMed S F Red--Syr, A Bud--Rum, F WMed S F Mid--Spa (sc), A Ken--Cng, A Cha--Kam, A Eth--Sud, A Tan S A Ken--Cng /dislodged and must retreat (Rho or Ken)/, F AraS S F Red--Syr, F Red--Syr, A Ven--Tri, A Rom--Ven, F Nap--Tyr, F Som--SZan.

JAPAN (Comber): F AleS--BakS, F CPa--SPa, A Ida--Afg, F BRng--AraS, A Bma--Ida, F SFr S F Mex (wc), F Mex (wc) S F Wic--Gua, A Schi holds, F Ins--Tim, F SNic--Gua, F EPa--Ant, F Mal--BBng, F Tim--Ino, F Aus S F Tim--Ino, F Pal--CPa, F Tolc--NPa, F Nag--Pal.

RUSSIA (Linden): A Pru S F Ber, A War S A Mos--Ukr, A Buk S A Syr--Prs, A Mcs--Ukr, A Rum S A Mos--Ukr, A Sev S A Syr--Prs, F Bla S A Rum, A Iva S A War, F Khe S F Ber, F Ber S F Khe, A Syr--Prs, F Ala--BerS, A Can holds, A Cta holds, F StP (sc) -Bot.

GERMANY (Carey): No moves received, F Sol holds.

TURKEY (Wittmann): No moves received. F Bul (ec), A Smy, A Arm, hold.
A Prs disloged and annihilated.

ENGLAND (White): No moves received. F Lon, FWat, F Nat, A Ang, A Ira, F Nth,
F Sork, F Bra hold. F Eng disloged and annihilated.

FRANCE (Payne): F Spa (sc) S A Por, A Bur S A Ruh, F Lpl--Cly, F Pic--Eng,
A Bel--Hol, A Ruh S A Bel--Hol, F Moz S A Cng--Tan, F NatS S F InO--Zan, F InO--SZan,
A Por S F Spa (sc), A Ivo--Nig, F SAT--Afr, A Cng--Tan, F Gua (we) holds /disloged
and annihilated/, F Jam--Car, F Bre S F Pic--Eng, A Par--Pic, A Peru was not or-
dered and holds.

USA (Turner): A Qbc, A NYor, F Par (sc) hold.

Underlined moves do not succeed. Substitute players will be accepted for this
game beginning immediately. Anyone interested in playing as a substitute will be
sent a copy of the rules and maps for the Imperialism VIII games (1966 AIac and
1967 Vat).

The deadline for retreat of A Tan is 10 January 1970. I will notify players
of that retreat by letter, in time for "Fall 1909" moves, which will be due on
19 January 1970. Players may, of course, send in conditional moves.

PRESS RELEASES

ITALY (1967 Vat)--With great regret, I, Steve Perrin, must withdraw from this game
as of these moves. I am leaving my successor as strong a position as I can, and
the largest country on the board. It would be fitting if Berschig were got his
moves for USA in and Charles therefore took over Italy, but I wish David May all
luck if he winds up with the country.

My reasons for retiring from this game are various, primarily concerned with
the abdication of my two allies, Margaret Gemignani and Charles Wells. My own
schedule just doesn't allow the time to build new alliances, and I'm too tied up
with the "dream" of the Mediterranean Empire to watch it fall apart. I hope some-
one with more time than I to spend on Diplomacy will manage to make it live again.
Also, I dislike not having my press releases printed. This is a petty matter and
I would have passed it over except for the other problems mentioned above.

And for those who hadn't guessed already, the Original Dirac Angestum Gesept
press releases were mine. Then again, does anyone care?

MEGALOCASTRO 8 March 1909--The paralysis caused by Malagigi's arts continues to
afflict all parts of Turkey. Today the last Turkish garrison on the island of
Crete surrendered to Provisional President Kazantzakis. The President conferred
the Order of St. Menas on Rienzi VIII, the exiled Tribune of Rome who commanded
the forces of Order. Victory was assured by the virtual destruction of the Turkish
High Seas Fleet last month, when Malta fell to Rescator. (It is expected that the
Papal Court will move there from Lampedusa.)

There are still some openings available in the two regular Diplomacy games that
will be carried in ATLANTIS. For information on fees see page 1. I will try to
get maps and rules for the variant games for anyone interested in these.